

# Murray City Recreation

## 2010 Boys 3<sup>rd</sup> Grade JR JAZZ BASKETBALL LEAGUE

Gym Location: Murray High School (Main Gym North Court )

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### **Saturday, January 9, 2010**

10:30 am 76ers vs Bulls  
11:30 am Bucks vs Heat  
12:30 pm Hawks vs Jazz  
1:30 pm Pacers vs Hornets

### **Saturday, January 16, 2010**

11:30 am Jazz vs Heat  
12:30 pm 76ers vs Pacers  
1:30 pm Hawks vs Hornets  
2:30 pm Bulls vs Bucks

### **Saturday, January 23, 2010**

No Games

### **Saturday, January 30, 2009**

10:30 am Hornets vs Bucks  
11:30 am Hawks vs Pacers  
12:30 pm Bulls vs Heat  
1:30 pm 76ers vs Jazz

### **Saturday, February 6, 2009**

11:30 am Heat vs Pacers  
12:30 pm Jazz vs Bucks  
1:30 pm Hornets vs Bulls  
2:30 pm 76ers vs Hawks

### **Saturday, February 13, 2009**

10:30 am Bucks vs Hawks  
11:30 am Hornets vs Jazz  
12:30 pm Heat vs 76ers  
1:30 pm Pacers vs Bulls

### **Saturday, February 20, 2009**

11:30 am Jazz vs Bulls  
12:30 pm 76ers vs Hornets  
1:30 pm Pacers vs Bucks  
2:30 pm Heat vs Hawks

### **Saturday, February 27, 2009**

10:30 am Bucks vs 76ers  
11:30 am Hawks vs Bulls  
12:30 pm Pacers vs Jazz  
1:30 pm Heat vs Hornets

### **Saturday, March 6, 2009**

11:30 am 76ers vs Bulls  
12:30 pm Bucks vs Heat  
1:30 pm Hawks vs Jazz  
2:30 pm Pacers vs Hornets

### **3<sup>rd</sup> Grade League Rules**

1. Official game time will consist of four, eight minute quarters. The clock will stop on foul shots, time-outs, substitution breaks and every whistle during the last minute of each quarter.
2. Each team receives two time-outs per half, non-cumulative.
3. If there is a 20 point spread in the score the score board will be blanked out. Score will be kept at the table for the remainder of the game.
4. Foul shots will be taken from the 12' mark.
5. Players will be allowed five seconds in the key.
6. Substitution breaks will occur every four minutes. All players on the bench must substitute in. This rule is to ensure that every player plays at least ½ of each game. Coaches may freely substitute for players with three or more fouls. Every player must sit at least four minutes per half or at least four minutes per game if they only have six players.
7. Players receiving a technical foul must sit for 7 minutes. If the technical occurs at the end of a game, the technical will roll over to the next game the player attends. That player must sit for 7 minutes. If any player receives two technical fouls in one game they will be ejected from the game.
8. **Man-to-man defense must be used.** The defensive player must be within arms distance of his/her player at all times. Back court pressure is not allowed. Teams may begin man-to-man defense at half court.
9. Each team will be given one warning per game for playing an illegal defense. The next violation will result in one technical free throw plus possession of the ball.
10. **Stalling and isolation plays are not permitted. If these techniques are used the other team will be awarded the ball.**
11. Help defense is allowed if the ball is penetrating the key. Double teaming the ball is not permitted.
12. Colored wrist bands may be worn by all players in the game. This is used for a learning tool only. Same color wrist bands will guard each other. Any player that hides his/her wrist band will be given a warning, second violation will result in a technical and free throw will be awarded to the opposing team along with the possession of the ball. This is optional.....
13. Standings will not be kept.
14. The team listed second will wear the dark color of the reversible jersey.
15. All other high school rules will be enforced unless otherwise mentioned.

**All players and coaches will receive a ticket to a  
Utah Jazz game in February!**

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